EVGA | Product Specification Sheet

e-GeForce FX 5500

Part Number: 128-A8-N319

- 128MB
- DDR
- TV-Out
- AGP

At A Glance

- 256-bit GeForce FX 5500 (270MHz clock)
- 128MB 64-bit 5ns (8x16) DDR Memory (200MHz clock - 400MHz effective)
- AGP 8X/4X Compatibility (AGP 3.0 Compliant)
- PC 99 DB-15 analog connector *(VESA DDC2B + DPMS)*
- Integrated NVIDIA TV Encoder (S-Video)
- DVI-I Connector for Analog/Digital Display
- 3.2 GB per second memory bandwidth

Interface
- DVI
- TV-Out
- VGA

Features

- NVIDIA CineFX™ Engine
- DirectX© 9.0 with Vertex Shader 2.0+ and Pixel Shader 2.0+ optimizations and support
- OpenGL© 1.4 optimizations and support
- Blistering-fast antialiasing performance
- 4 pixels per clock rendering engine
- 128-bit, studio-precision color
- Support for 128/64-bit floating point and 32-bit integer rendering modes
- Support for up to 16 textures per pass
- Support for sRGB texture format for gamma textures
- NVIDIA Intellisample Technology
- DirectX and S3TC© texture compression
- Multi-Buffering *(Double, Triple, Quad modes)*

Driver Support

- ResChanger©
- NVIDIA Unified Driver Architecture (UDA) (Windows 2000/XP/XPx64/MCE 2005)
- Full DirectX 9.0 support
- Full OpenGL ICD for All Supported Operating Systems

Dimensions

- height: 4.12in - 103mm
- length: 6.72in - 168mm

Resolution Chart

	8-Bit	16-Bit	32-Bit
640 x 480	240Hz	240Hz	240Hz
800 x 600	240Hz	240Hz	240Hz
1024 x 768	240Hz	240Hz	200Hz
1152 x 864	200Hz	200Hz	170Hz
1280 x 960	170Hz	170Hz	150Hz
1280 x 1024	170Hz	170Hz	150Hz
1600 x 1024	120Hz	120Hz	100Hz
1600 x 1200	120Hz	120Hz	100Hz
1920 x 1080	100Hz	100Hz	85Hz
1920 x 1200	100Hz	100Hz	85Hz
1920 x 1440	85Hz	85Hz	75Hz
2048 x 1536	75Hz	75Hz	60Hz

Refresh rates shown are the highest obtainable and are monitor dependent. Resolutions, pixel depths and refresh rates are driver dependent and may not be available in all applications or operating system.

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